

# The future

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1. Play similar collaborative games before going into the Cardboard Kaiju game development centred around your town

example collaborative games:

- **The quiet year** <https://buriedwithoutceremony.com/the-quiet-year>

[https://wiki.edgeql.org.au/doku.php?id=engagement:one\\_last\\_apocalypse:book\\_club:the\\_quiet\\_year&s\[\]=quiet&s\[\]=year](https://wiki.edgeql.org.au/doku.php?id=engagement:one_last_apocalypse:book_club:the_quiet_year&s[]=quiet&s[]=year)

[https://wiki.edgeql.org.au/doku.php?id=engagement:one\\_last\\_apocalypse:game\\_nights:quiet\\_year\\_games\\_night](https://wiki.edgeql.org.au/doku.php?id=engagement:one_last_apocalypse:game_nights:quiet_year_games_night)

- **Pandemic** [https://en.wikipedia.org/wiki/Pandemic\\_\(board\\_game\)](https://en.wikipedia.org/wiki/Pandemic_(board_game))

2. Other communities/regions design their own town (buildings, kaiju and replace the river)

3. Play Cardboard Kaiju as a public event